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FIRST THINGS FIRST

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 1 GHz or higher (Pentium® 4 2 GHz recommended)
Memory:	128 MB RAM (256 MB recommended)
Hard Disk Space:	1 GB Free
CD-ROM Drive:	4X Speed or faster
Video:	64 MB Windows® 98/Me/2000/XP-compatible video card that supports hardware T&L*
Sound:	Windows® 98/2000/Me/XP-compatible sound card*
Internet Connection:	56 Kbps dial-up modem connection (DSL or cable modem connection recommended)
DirectX®:	DirectX® version 9.0b or higher (DirectX® version 9.0b included)

* Indicates device should be compatible with DirectX® version 9.0b or higher.

The ReadMe File

The *Terminator 3®: War of the Machines™* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Terminator 3: War of the Machines* directory found on your hard drive (usually C:\Program Files\Atari\Terminator 3-War of the Machines). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Terminator 3: War of the Machines*, and then on the ReadMe file.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Terminator 3: War of the Machines* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Enter the CD key code found on the back cover of this manual.
5. Follow the remainder of the on-screen instructions to finish installing the *Terminator 3: War of the Machines* CD-ROM game.
6. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Terminator 3-War of the Machines/Terminator 3-War of the Machines to start the game.
7. When you start the game the launcher will appear. Choose Options to set your screen resolution, color depth and advanced 3D video card settings. Choose Play to start the game. Choose Exit to close the launcher.

Note: You must have the *Terminator 3: War of the Machines* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Terminator 3: War of the Machines* CD-ROM requires DirectX® 9.0b or higher in order to run. If you do not have DirectX® 9.0b or higher installed on your computer, click "Yes" to accept the DirectX® 9.0b License Agreement. This will then launch the DirectX® 9.0b Install.

GameSpy Installation

To play a multiplayer game online, it is recommended that you install GameSpy Arcade. All server locating and matchmaking are done from inside the game. Choose "Multiplayer" from the Main Menu and then click "Refresh" in the in-game browser to find a server. For details, see "*Terminator 3: War of the Machines* on GameSpy Arcade" on page 18.

INTRODUCTION

Humanity Sits On the Brink of Extinction

The inevitable battle between man and machine is underway. As this apocalyptic nightmare ravages the land, you must make a choice: Join the technologically superior Skynet Terminators or lock-and-load with the human Tech-Com rebels.

The massive conflict has begun. The future of humanity lies in the balance.

MAIN MENU

The launcher opens at the start of a *Terminator 3: War of the Machines* game. From here, you can select the following options:



Profiles

Manage your player information. All saving is handled automatically. The name of the profile is displayed above the text box. The Profile Manager Screen contains the following functions:

New: Create a new profile.

Delete: Remove a selected profile.

Rename: Rename the selected profile.

Use: Use the selected profile. When you select a profile, all progress made while using that profile is loaded automatically.

Single Player

Begin a single-player game. Select the map you want to play. Click the Start button to begin.

Multiplayer

Set up a multiplayer battle online. Choose from the following game modes:

Termination – Classic domination gameplay with a twist. Capture and hold as many bases as possible. Once captured, the bases can be used as forward respawn points. The highest scoring player on the human side can respawn as the Terminator himself, Arnold Schwarzenegger. Teams score by shooting down enemies. Players occupying any of the bases can also score by holding a dominated base for 10 seconds. The round ends when a team reaches the frag limit or the time expires.

Team Deathmatch – Battle it out to see which side can rack up the most kills. You can set limits for either time or number of frags. The team that kills more opponents wins. The round ends when a team reaches the frag limit or the time expires. Each kill scores a point for the player and the team.

Mission – One team defends an object or area while the other tries to destroy or take it over. There is a time limit. If the attacking team can't destroy the target, the defending team wins the game. The round ends when a team achieves the specified task or the time expires. Operating as a team is very important.

Options

Adjust the game settings for video, sound, network, etc. See "Options Menu" on page 8 for details.

Credits

View the names of the people that brought you *Terminator 3: War of the Machines*.

Quit

Quit the game and exit to the Windows® desktop.

CONTROLS



HUMAN

CONTROL	ACTION
W	Forward
S	Backward
A	Strafe left
D	Strafe right
Spacebar	Jump
Left Alt	Toggle crouch and prone (Humans and Infiltrators only)
Left Shift	Walk
ESC	Respawn menu
Del	Suicide

FK

CONTROL	ACTION
W	Forward
S	Backward
A	Strafe left
D	Strafe right
Spacebar	Up
Left Alt	Down

VEHICLES

CONTROL	ACTION
E	Enter or exit vehicle
W	Accelerate
S	Brake
A	Turn left
D	Turn right
Spacebar	Hand brake
1 - 8	Switch positions in vehicle
V	Toggle first- / third-person view

ACTIONS

CONTROL	ACTION
Mouse 1	Fire
Mouse 2	Alt Fire / Scope (if available)
] or Mousewheel	Next Weapon
[or Mousewheel	Previous Weapon
R	Reload
E	Use
Q	Binoculars / Night Vision
C	Zoom in (scopes and Terminator vision)
X	Zoom out (scopes and Terminator vision)

OTHER

CONTROL	ACTION
T	Talk to team
G	Talk to all
Tab	Info table
M	Map zoom
I	Mission info (in mission mode)
F1-F12	Commands (cannot be remapped)

OPTIONS MENU

Controls

To change a keyboard control, click on it and then type in the new key (see "Controls" on page 7).

Video

Adjust settings for graphic detail.



Sound

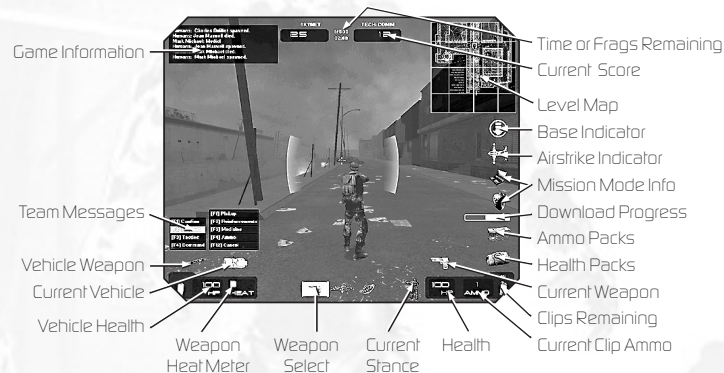
Adjust the sounds settings.

Game Settings

Set crosshairs, network and other options.

HEADS-UP DISPLAY

The Heads-Up Display (HUD) shows information critical to a successful mission. Some elements only appear at certain points in the game. Most are self-explanatory.



Game Information

Information appears in this box when players die, respawn or send a message.

Team Messages

Your options for sending messages to your teammates appear here along with the function key for each message option.

Weapon Heat Meter

Vehicle and stationary weapons can overheat when fired continuously. Keep an eye on this meter to avoid abusing the vehicle's weapon.

CHARACTER CLASSES

SKYNET

T900-Supply



This is the most basic Terminator class, with average speed, armor and weapons.

The T900 can man the big HK tank. The T900 cannot use stationary weapons.

T900-Heavy



Slower and stronger than the T900, this heavy class of Terminator carries heavier

weapons. This class can also man the HK tank and call in air support from the big FKs

circling above. The T900 cannot use stationary weapons.

Infiltrator



Resembling humans and carrying human weapons, this spy class tries to sneak into human bases for

maximum carnage. The Infiltrator is the only Terminator that can drive human vehicles.

FK



This is the flying class of Terminator, armed with dual lasers and rockets. Be careful,

though — the Tech-Com rocket launcher can lock on to a flying FK. FKs cannot capture bases.

T-1



Equipped with dual assault cannons, what the T-1 lacks

in accuracy it makes up for with sheer firepower.

TECH-COM

Hunter



The Hunter is the basic foot soldier with average speed and armor. Hunters carry machine guns and EMP

grenades to stun the Terminators.

Heavy Hunter



Stronger and slower than the Hunter, this foot soldier carries heavier weapons.

The Terminator



The original Terminator is available to the highest-scoring player in a Termination mode game.

Scout



Evasive and deadly, the sniper Scout uses weapons for long-range battles. Scouts are the fastest

soldiers, but lack the defensive armor of the Hunters.

Supply



Supply soldiers can bring aid by dropping health and ammo pickups around comrades. In addition, they

can carry a machine gun or plasma rifle.

WEAPONS

SKYNET



Plasma Rifle
with Grenade
Launcher



RSB-80
Plasma
Gun



Term
Cannon



LSA Machine
Gun



FLK
Cannon

TECH-COM



Assault Rifle
with Grenade
Launcher



ACW
Machine Gun
with Grenade
Launcher



Rocket
Launcher



FLK
Cannon



RSB-80
Plasma Gun



Sniper Rifle



Scoped
Rifle



LSA
Machine
Gun



Plasma
Rifle



Grenade



EMP
Grenade



Plastic
Explosive

OTHER ITEMS

Health



You'll find Health packs scattered around the maps.

Ammo



The Ammo pack will load up your ammo supply.

Stationary Weapons



In certain places you'll find stationary artillery that can be used against your opponent. Press the "Use" key (the **E** key by default) to take control of the weapon. Keep an eye on the gun's temperature meter. The gun can overheat.



W25



SW2



SW60



SW360

VEHICLES

SKYNET



HK Tank



HK Transport

TECH-COM



APC



Heavy Truck



Light Truck



Sedan



Assault Vehicle



Dune Buggy



Cop Car

LEVELS

Canyon — From deep within a military bunker system of multiple corridors and exits leading up to the ground, an offshoot TechCom unit begins its march toward a hidden canyon gate leading to the CRS Lab.



City Center — Devastated by a nuclear strike, downtown Los Angeles has been reduced to a rubble-strewn wasteland, throughout which a violent struggle between men and machines continues to rage.



Docks — This battle moves seaside, to an area once teeming with commercial activity. Although the harbor is now nothing more than burned-out containers and ruined warehouses, it nevertheless remains a vital defensive nexus in the war.



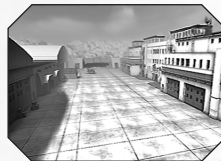
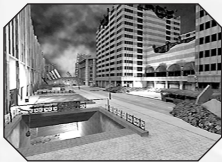
Suburban — A large channel divides the Suburban level, with a bridge connecting both sides. Somewhere within this once-idyllic community, a human courier squadron is holed up in a bombed-out shopping mall, awaiting the arrival of a transport team.



Plaza — The plaza, the roof of which is now collapsed after a series of devastating HK attacks, has two entrances

— the main gate, accessible by stairs; and the parking zone at the plaza's base.

Subway — This level is divided into two main sections — one controlled by TechCom; the other controlled by the Terminators. These sections each contain two bases and are connected by an underground metro station.

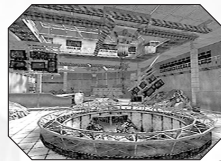


Military: Present — Welcome to Judgment Day. This level is fought in the present, among the hangars and runways on the CRS military air base.

Military: Future — From the military air base where Judgment Day commenced many years before, the war continues. The base, now lying in ruins, remains a key strategic location.

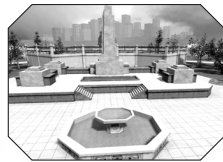


Lab: Present — This level is played in the research center during the present day. It is within the laboratories of this facility where research and development of various Terminator prototypes takes place.



Lab: Future — This research center bears the scars of the serious battles waged here long ago. Now, in the future, the outcome of the battle here will be even more important.

Graveyard — The Terminators have captured all the strategically-important buildings at the Skynet laboratories, and their next target is the humans' secret base in the graveyard downtown.



Downtown — Fighting in the downtown area has become bitter. Humans forge ahead and attempt to build more bases, even on the surface. The Terminators continue sending forces to push the humans back.



TERMINATOR 3®: WAR OF THE MACHINES™ ON GAMESPY ARCADE

You can play *Terminator 3: War of the Machines* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *Terminator 3: War of the Machines* CD and install Arcade now. Then, to play *Terminator 3: War of the Machines* online, just follow these simple instructions:

Launch GameSpy Arcade and go to the *Terminator 3: War of the Machines* Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later. Click on the *Terminator 3: War of the Machines* button on the left to enter the *Terminator 3: War of the Machines* room.

Find or Start a *Terminator 3: War of the Machines* Server: Once you're in the *Terminator 3: War of the Machines* room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.). Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. (A clever server name, such as "*Come with me if you want to live!*" usually attracts people.) Otherwise, double-click on a server of your choice to join in.

Joining and Starting a game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up *Terminator 3: War of the Machines* and the war will begin!

Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *Terminator 3: War of the Machines*, consult our help pages, located at <http://www.gamespyarcade.com/help/> or e-mail us by using the form located at <http://www.gamespyarcade.com/support/contact.shtml>.

GameSpy Arcade is an independent gaming service run by GameSpy. Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

CREDITS

Special thanks to Arnold Schwarzenegger, Jonathan Mostow, C2 Pictures and everyone involved in the making of the Terminator 3 film for their support!!

CLEVER'S GAMES KFT

Alex Sandor Rabb
Executive Producer

Management

Német László
Managing Director

Rákos Péter
Project Manager, Problem Solver

Bolfa Zsolt
PR Manager

Design

Regényi Ádám
Lead Designer

Pozsgay Gyula
Senior Designer

Horváth Péter
Level Designer

Hajma Miklós
Designer

Pénzes Szabolcs
Concept Artist, Animation

Kadlecsik Barnabás
Designer

Programming

Schlägl Tamás
Lead Programmer

Nagy Péter
Senior Programmer

Balázs Péter
Effects Programmer

Berényi Csaba
Tool Programmer

Klingl János
Tool Programmer

Mátis Miklós
AI Programmer

Szrezeneczki Tamás
Physics Programmer

Tóth Gábor
UI Programmer

Graphics

Pócza Zoltán
Lead Artist

Seliga Márton
Lead Level Builder

Gaál Attila
3D, Level Builder

Kanál Csaba
3D, Level Builder

Mátéfy Szabolcs
3D, Level Builder, Animation

Szalai Ádám
2D, 3D, Level Builder

Weszely Zoltán
Animation

Wégner Raymond
2D, 3D, Level Builder

Hauí Balázs
2D

Music & Sound

Szabó Gábor Dénes
Music & Sound Effects

SPECIAL THANKS TO OUR FAMILIES

EAGLE 3D Audio Modeling,
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FMOD Sound and Music
System, Copyright © Firelight
Technologies Pty. Ltd, 1994 -
2003

C2 PICTURES

Andrew G. Vajna
Co-Chairman and President

Mario F. Kassar
Co-Chairman and President

Alex Sandor Rabb
*Vice President - Interactive
Entertainment*

Sam Falconello, Jr.
*Chief Operating Officer and Chief
Financial Officer*

Erick Feltshans
*Executive Vice President and
General Counsel*

Joel Michaels
President of Production

Michael Hackett
Vice President - Development

MAIN STREET ADVISORS

Paul Wachter

TERMINATOR 3®: RISE OF THE MACHINES™ FILM PRODUCTION

Jonathan Mostow
Director

Michael Tinger
Post-Production Supervisor

T3 PRODUCTIONS, INC.

Paula Hoppe

EUROPLAY CAPITAL ADVISORS, LLC

Mark Dyne
Chairman and Managing Partner

Pam Colburn
Managing Director

Damien Peltz
Senior Associate

INTERMEDIA

Moritz Borman
President

STUBBS, ALDERTON & MARKILES, LLP

Scott Alderton
Partner

ATARI

Jean-Philippe Agati
Senior V.P. - Santa Monica Label

Steve Ackrich
*V.P. Product Development /
Executive Producer*

Peter Wyse
Senior Producer

Aron Drayer
Producer

Mark Soderwall
Art Director

Scott Snyder
Audio Director

Shawn Monroe
Senior Artist

Patricia Swanson
Administrative Support

Aaron Berger
*Micah Winklespecht
Production Interns*

Steve Allison
V.P. of Brand Marketing

Jean Raymond
Director of Brand Marketing

Serene Chan
Brand Manager

Kristine Keever
*Director of Marketing
Communications*

Matt Frary
Public Relations

Brandon Smith
Public Relations

Jon Nelson
Director, Online

Kyle Peschel
Senior Producer, Online

Gerald "Monkey" Burns
Senior Programmer, Online

Richard Leighton
Senior Web Designer, Online

Sara Borthwick
Online Marketing Manager

Tim Campbell
*Director of New Business
Development*

Mark T. Morrison
Content Manager

Jamie Wilson
Licensing

Steve Madsen
V.P. of Business and Legal Affairs

Travis Stansbury
*Director of Business and Legal
Affairs*

Gale Alles
V.P. of Marketing Services

Steve Martin
Director of Creative Services

Liz Mackney
*Director of Editorial and
Documentation Services*

David Gaines
Senior Art Director

Chris Dawley
Documentation Specialist

Norm Schrager
Copywriter

Luis Rivas
Senior Manager, Engineering Services

Ken Edwards
Engineering Specialist

Eugene Lai
Technician

Michael Gilmarin
Director of Publishing Support

Ken Ford
I.T. Manager/Western Region

Michael Vetsch
Manager of Technical Support

Kurt Boutin
Senior Q.A. Testing Manager

Randy Lee
Bill Carroll
Q.A. Testing Managers

Lenny Montone
Project Lead

Scott Rollins
Assistant Lead

Greg Amato
Tom Andrade
Scott Bigwood
Randy Buchholz
Dennis Chan
Clement Cherlin
Sarah Cherlin
Marshall Clevesy
P.J. Cody
Jason Cordero
Dan Frisoli
Tim Higgins
Helen Hinchcliffe
Jose "Pepe" Jauregui
Jeff Loney
Sam Mansour
Chris McQuinn
Chris Salings
Howell Selburn
Dave Strang
Joe Taylor
Carl Vogel
Core Testers

Dave Strang
Compatibility Lab Supervisor

Randy Buchholz
Compatibility Test Lead

Jason Cordero
P.J. Cody
Mark Florentino
Chris McQuinn
Cuong Vu
Compatibility Analysts

SPECIAL THANKS

Yves Blehaut
Jean-Claude Boursiquot
Kathy Bulters
Sara Buxton
Steve Cavazos
James Gaines
Jim Galis
Lorraine Garcia
Dave Gatchel
Josh Hackney
Tim Hess
John Hight
Kristene Howell
Simon Miller
Tony Peterson
Paula Richardson
Harry Rubin
Susan Tumang
Karen Williams
Shawn Wright
Picture Plane
Kathleen Ciampa
Sarah McIlroy
Rachel Hoagland
Cecelia Hernandez
Christine Fromm
Eddie Pritchard

ATARI US

Jean-Marcel Nicolai
Senior VP, International Product Services

Rebecka Pernered
Sébastien Chaudat
Caroline Fauchille
Jenny Clark

Vincent Hattenberger
Estelle Baudet
Marion Gallavardin
Ludovic Bony
Republishing Team

Lewis Glover
Olivier Robin
Carine Mawart
Quality Control Team

RelQ Software PVT LTD
Software Testing Team

Philippe Louvet
Stéphane Enteric
Emeric Polin
Engineering Services

David Chomard
Maud Favier
Gérard Barnaud
Monika Steinhauer
Localization Support Group

Babel Media Ltd.
Localization Testing

KBP Synthesis International
Translation

Sophie Wibaux
Jérôme Di Tullio
Certification and Planning Support Group

Martin Spiess
Cyril Voiron
Cindy Church
Mathieu Brossette
Aidan Minter
International Marketing Team

Sonia O'Keeffe
Lynn Daniel
Lee Kirton
Simon Callaghan
International PR Team

United Kingdom – Emma Rush
France – Alexandre Enklaar
Germany – Heiko Kaspers
Spain – Carlos Sacristan
Iberica – Laura Aznar
Nordic – Nikke Lindner
Switzerland – Simon Stratton
Australia – Jeff Wong
Benelux – Simone Goudsmit
Local Marketing Teams

A Creative Experience
Repackaging Agency

SPECIAL THANKS

ATARI US Creative Services

Advanced Graphics
Chuck Highlund, VP Sales and
Marketing, sales@advanced-graphics.com

Darren Epstein, Cards, Inc.
darren@cardsinc.com

For more details on obtaining
official *Terminator® 3: Rise of the
Machines™* Standees visit
Advanced graphics at
www.advancedgraphics.com

ATARI JAPAN K.K.
Nicolas di Costanzo
Chief Operating Officer

Takafumi Ueoro
Marketing Manager

Masatoshi Higuchi
Executive Producer

Shinji Yoshikawa
Producer

Kyoko Makino
Special Thanks

ATARI MELBOURNE HOUSE

Paul Motion
Localization Producer – Asia

ATARI BRAZIL
Glauco D'Alessandro Bueno
Marketing Manager

MUSIC COMPOSITION

Marshall Parker
Producer – Atari Melbourne House

Ric Formosa
Danny Beckerman
Composers

Ricky Edwards
Rob Clarke
John Barreft
Additional Music composed by

Recorded at Alan Eaton Studios
– Melbourne Australia
Mixed at Sing Sing – Melbourne
Australia
Engineered and mixed by Chris
Scallan & Robin Gray
Performed by The Victorian
Philharmonic Orchestra

RIPTIDE MUSIC

Rich Goldman
Audio Director
Martin Jacob Lopez
Dan Silver
Peter O'Brien
Andreas Feltz
Sound Design

SCORPIO SOUND

Scorpio Sound
*SAG Voice Over Casting,
Recording and Editing by*
Gregory J. Hainer, MPSE
Shawn Johnson
J.S. (Mongo) Ross
James Warren
Henri Yonel
Voice Over / Dialogue Editors
Arnold Schwarzenegger
Billy Brown
Nicholas Guest
Phil Lamarr
Steve Susskind
Fred Tatasciore
Voice Actors

Additional Music

Theme from "Terminator 2:
Judgment Day"
Written and performed
by Brad Fiedel
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Terminator Theme Remix
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Philharmonic Orchestra
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ATARI WEB SITES

To get the most out of your new game, visit us at:

<http://www.us.atari.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our
Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum
area at:

www.ataricomunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.atarisupport.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)

Note: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

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